

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
7 December 2000 (07.12.2000)

PCT

(10) International Publication Number
WO 00/74054 A2

(51) International Patent Classification⁷: G11B 20/00

(21) International Application Number: PCT/JP00/03299

(22) International Filing Date: 24 May 2000 (24.05.2000)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
11/149893 28 May 1999 (28.05.1999) JP
11/236724 24 August 1999 (24.08.1999) JP
11/372787 28 December 1999 (28.12.1999) JP

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(81) Designated States (*national*): CN, ID, KR, MX, VN.

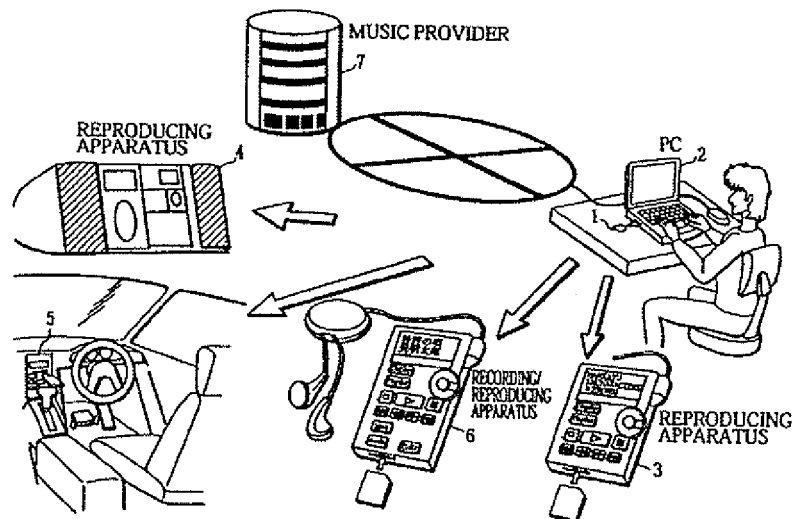
Published:

— Without international search report and to be republished upon receipt of that report.

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For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: SEMICONDUCTOR MEMORY CARD, APPARATUS FOR RECORDING DATA ONTO THE SEMICONDUCTOR MEMORY CARD, AND APPARATUS FOR REPRODUCING DATA OF THE SEMICONDUCTOR MEMORY CARD



(57) Abstract: A semiconductor memory card for storing audio information with corresponding text information and type information, the type information indicating a type of the text information. The type is classified into at least (a), (b), and (c) in which the text information respectively includes a 1-byte character code sequence, a 2-byte character code sequence, and a 1-byte character code sequence and a 2-byte character code sequence.

DESCRIPTION

SEMICONDUCTOR MEMORY CARD, APPARATUS FOR RECORDING DATA
ONTO THE SEMICONDUCTOR MEMORY CARD, AND APPARATUS FOR
REPRODUCING DATA OF THE SEMICONDUCTOR MEMORY CARD

5 TECHNICAL FIELD

The present invention relates to a semiconductor
memory card for recording digital data representing audio data
or image data, an apparatus for recording data onto the
semiconductor memory card, and an apparatus for reproducing data
10 stored in the semiconductor memory card.

BACKGROUND ART

A typical rewritable record medium for recording
digital data is MD (Mini Disc) that has come into wide use.
Portable MD recording/reproducing apparatuses that can record
15 audio information from music CDs have also become prevalent.

Typical MDs have approximately 140MB of storage
capacity and can record approximately 74 minutes of music by
recording compressed digital audio data. MDs can also record up
to approximately 1,700 characters of information for showing
20 tune titles, a disc title and the like, as well as audio
information. The recorded character information often includes
a mixture of hankaku katakana (Japanese alphabet) characters,

alphabets, numerals, and signs. It should be noted here that katakana characters used for computers are classified into hankaku katakana and zenkaku katakana characters. The hankaku katakana characters are represented by 1-byte character codes and displayed with a half width of zenkaku katakana. The zenkaku katakana is represented by 2-byte character codes. MD recording/reproducing apparatuses that can record hiragana (Japanese alphabet) characters and kanji characters (Chinese characters) have recently become commercially available.

However, the above conventional techniques have a problem that MD reproducing apparatuses (of the types that do not have Chinese character fonts), which can display only hankaku katakana characters, alphabets, numerals, and signs, cannot properly display hiragana and Chinese characters recorded in record mediums. With such apparatuses, users cannot recognize tune titles and the like.

DISCLOSURE OF INVENTION

It is therefore an object of the present invention to provide a semiconductor memory card which enables a recording/reproducing apparatus to display character information in the semiconductor memory card properly whether the recording/reproducing apparatus can display only hankaku katakana characters and alphanumerics or can display further hiragana and Chinese characters.

The above object is fulfilled by a semiconductor memory card for storing audio information with corresponding text information and type information, the type information indicating a type of the text information, wherein the type is
5 classified into at least (a), (b), and (c) in which the text information respectively includes a 1-byte character code sequence, a 2-byte character code sequence, and a 1-byte character code sequence and a 2-byte character code sequence.

The above object is also fulfilled by a recording
10 apparatus for recording audio information onto a semiconductor memory card which can be inserted/removed into/from the recording apparatus, the recording apparatus comprising: a first recording means for recording the audio information onto the semiconductor memory card; and a second recording means for
15 recording text information and type information both corresponding to the audio information onto the semiconductor memory card, wherein the type information indicates a type of the text information, the type being classified into at least (a), (b), and (c) in which the text information respectively
20 includes a 1-byte character code sequence, a 2-byte character code sequence, and a 1-byte character code sequence and a 2-byte character code sequence.

The above object is also fulfilled by a reproducing apparatus for reading out audio information from a semiconductor
25 memory card which can be inserted/removed into/from the

reproducing apparatus and reproducing the read-out audio information, the reproducing apparatus comprising: a read-out means for reading out the audio information, text information, and type information from the semiconductor memory card, wherein
5 the type information indicates a type of the text information, the type being classified into at least (a), (b), and (c) in which the text information respectively includes a 1-byte character code sequence, a 2-byte character code sequence, and a 1-byte character code sequence and a 2-byte character code
10 sequence; a reproducing means for reproducing the read-out audio information; and a control means for controlling a display unit to display either a 1-byte character code sequence or a 2-byte character code sequence in accordance with the read-out type information.

15 With the above construction, the semiconductor memory card can record the text information properly when the type of the text information is (a), (b), or (c). Therefore, the text information recorded in the semiconductor memory card is properly displayed by a recording/reproducing apparatus by
20 referring the type information, when the recording/ reproducing apparatus supports (1) a 1-byte character code sequence, (2) a 2-byte character code sequence, or (3) both a 1-byte character code sequence and a 2-byte character code sequence.

In the above semiconductor memory card, the type
25 information may include a first attribute and a second

attribute, the first attribute showing whether the text information includes a 1-byte character code sequence, and the second attribute showing whether the text information includes a 2-byte character code sequence, and the first attribute, the second attribute, and a combination of the two attributes respectively indicate the types (a), (b), and (c).

With the above construction, the reproducing apparatus can easily determine the type out of the types including (a) to (c) by referring to the first attribute, the second attribute, and a combination of the first attribute and the second attribute read out from the semiconductor memory card.

In the above semiconductor memory card, the text information may be stored in a text storage area, which is a part of the semiconductor memory card, consecutively from the start of the text storage area, the type information is a first terminated code and a second terminated code which are included in the text information, the first terminated code is stored at the start of the text storage area when the text information stored in the text storage area does not include a 1-byte character code sequence, and is stored in the text storage area at the end of a 1-byte character code sequence when the text information stored in the text storage area includes the 1-byte character code sequence, the second terminated code is stored in the text storage area at a position immediately after the first terminated code when the text information stored in the text

storage area does not include a 2-byte character code sequence,
and is stored in the text storage area at the end of a 2-byte
character code sequence when the text information stored in the
text storage area includes the 2-byte character code sequence,
5 and combinations of what is stored at the start of the text
storage area, a storage position of the first terminated code,
and a storage position of the second terminated code indicate
the types (a), (b), and (c).

With the above construction, the reproducing apparatus
10 can easily determine the type out of the types including (a) to
(c) from the combinations of what is stored at the start of the
text storage area, a storage position of the first terminated
code, and a storage position of the second terminated code.

In the above semiconductor memory card, the 1-byte
15 character code sequence may include pairs of a 1-byte tag and a
plurality of 1-byte character codes, the 1-byte tag indicating
a name of an item, and the plurality of 1-byte character codes
indicating a content of the item, and the 2-byte character code
sequence includes pairs of a 2-byte tag and a plurality of 2-
20 byte character codes, the 2-byte tag indicating a name of an
item, and the plurality of 2-byte character codes indicating a
content of the item.

With the above construction, each of the 1-byte
character code sequence and the 2-byte character code sequence
25 includes pairs of a tag and a character code sequence, the tag

indicating a type of an item, and the character code sequence indicating a content of the item. As a result, the area for storing the character information is used with efficiency.

BRIEF DESCRIPTION OF DRAWINGS

5 FIG. 1 is a schematic representation of the semiconductor memory card, the recording apparatus, and the reproducing apparatus in the embodiment of the present invention.

 FIG. 2 shows the appearance of the semiconductor
10 memory card (media card 1).

 FIG. 3 is a block diagram showing the construction of the media card 1.

 FIG. 4 shows the application layer of the media card
1.

15 FIG. 5 shows the construction of the storage area in the media card 1.

 FIGs. 6A and 6B show examples of constructions of directories and files in the protected area and the user data area in the media card 1.

20 FIG. 7 shows relationships between the default play list, track manager, and AOBs.

 FIG. 8 is a block diagram showing a detailed data structure of the track manager.

 FIGs. 9A and 9B show specific examples of a text 1

attribute and a text 2 attribute.

FIG. 10 shows the storage area for character information.

FIG. 11 shows tags indicating types of items.

5 FIG. 12 is a block diagram showing the construction of a reproducing apparatus.

FIG. 13 shows an example of characters displayed on the LCD unit while the audio information is being reproduced, where the LCD unit is attached to a portable reproducing
10 apparatus and is approximately as large as 24 hankaku charactersX2 rows.

FIG. 14 shows an example of a play list displayed on the LCD unit attached to a portable reproducing apparatus.

FIG. 15 shows an example of characters displayed on
15 the LCD unit while the audio information is being reproduced, where the LCD unit is attached to a car-mounted type reproducing apparatus and is approximately as large as 48 hankaku charactersX4 rows.

FIG. 16 shows an example of characters displayed on
20 a display unit while audio information is reproduced, where the display unit is as large as 12 2-byte charactersX2 rows.

FIG. 17 shows an example of displayed play list.

FIG. 18 shows an example of characters displayed on a display unit while audio information is reproduced, where the
25 display unit is as large as 24 2-byte charactersX4 rows.

FIG. 19 is a flowchart showing the display process performed by the reproducing apparatus 3.

FIG. 20 is a flowchart showing the display process performed by the reproducing apparatus 3.

5 FIG. 21 shows a determination logic used to determine a character information type from a combination of the text 1 attribute and the text 2 attribute.

FIG. 22 shows a determination logic used to determine a display type based on specification of either of 1-byte and 2-
10 byte by the user and the determined character information type.

FIGs. 23A to 23D show storage positions of the first and second terminated codes.

FIG. 24 is a flowchart showing the process of judging
15 the character information type based on the storage positions of the first and second terminated codes.

FIG. 25 is a block diagram showing the construction of the recording/reproducing apparatus 2.

BEST MODE FOR CARRYING OUT THE INVENTION

20 FIG. 1 is a schematic representation of the semiconductor memory card (hereinafter, referred to as media card), the recording apparatus, and the reproducing apparatus of the present invention.

In FIG. 1, the media card 1 can be inserted/removed

into/from a recording/reproducing apparatus 2, reproducing
apparatuses 3 to 5, and a recording/reproducing apparatus 6, and
can record a plurality of pieces of audio information and a
plurality of pieces of character information. Note that each
5 piece of audio information is a music tune, a section of a
novel, an English conversation lesson or the like. Each piece
of character information corresponds to a piece of audio
information and includes a first data and a second data. The
first data is composed of a sequence of 1-byte character codes
10 which represent attributes including the name of the piece of
audio information. The second data is composed of a sequence of
2-byte character codes representing the same attributes as the
first data. The first data includes 1-byte character codes
which each represent an alphanumeric character, a hankaku
15 katakana character or the like. The second data includes 2-byte
character codes which each represent a hiragana character, a
Chinese character, a character sequence of other-languages or
the like. With this arrangement, character information is
displayed on both apparatuses: an apparatus that can display
20 only 1-byte character codes; and an apparatus that can also
display 2-byte character codes.

The recording/reproducing apparatus 2, being a
personal computer, records/reproduces data stored in the media
card 1 inserted into a slot of the recording/reproducing
25 apparatus 2. For example, the recording/reproducing apparatus

2 obtains audio or character information distributed by a music
provider 7 via a telephone line or the Internet, generates audio
information based on music CDs, generates character information
in accordance with user operations, writes audio or character
5 information to the media card 1 inserted into the slot, reads
out audio or character information from the media card 1, or
reproduces or edits the read-out information.

The reproducing apparatus 3 is a portable reproducing
apparatus having a slot into which the media card 1 can be
10 inserted. The reproducing apparatuses 4 and 5 are respectively
a tabletop apparatus and a car-mounted apparatus which read out
audio information from the media card 1 to reproduce the read-
out audio information and display the read-out character
information. Each of the reproducing apparatuses 3 to 5 reads
15 out and displays the first data when the apparatus contains a
ROM prestoring fonts for 1-byte character codes, and reads out
and displays the second data when the apparatus contains a ROM
prestoring fonts for 2-byte character codes.

The recording/reproducing apparatus 6 is a portable
20 apparatus having a function of recording audio and character
information, in addition to the function of the reproducing
apparatus 3.

The music provider 7 distributes audio and character
information via telephone lines or the Internet.

25 Semiconductor Memory Card

FIG. 2 shows the appearance of the media card 1. As shown in FIG. 2, the media card 1 is 2.1mm-thick, 24mm-wide, and 32mm-deep, contains a nonvolatile semiconductor memory device such as a flash memory, and includes terminals which are electrically connected to a reproducing apparatus or a recording apparatus when the media card 1 is inserted into such an apparatus.

The media card 1 will be described in terms of a physical layer, a file system layer, and an application layer shown in FIG. 4.

Physical Layer

FIG. 3 is a block diagram showing the construction of the media card 1. As shown in FIG. 3, the media card 1 contains a control IC 302, a flash memory 303, and a ROM 304.

The control IC 302 writes/reads audio information or character information to/from the flash memory 303 or reads such information from the ROM 304 in accordance with the write command or the read command input through the terminals from a recording apparatus or a reproducing apparatus. In doing so, when the command specifies encryption, the control IC 302 encrypts the audio information when writing it, and decrypts the audio information when reading it. As understood from this, the media card 1 can also prevent unlawful copying of data which needs to be protected by copyright, by storing the data after encrypting the data.

The flash memory 303 has a sector construction. Each sector stores 512-byte digital data. For example, when the media card 1 is 64MB-type, the storage capacity of the media card 1 is 67,188,854 ($=64 \times 1024 \times 1024$) bytes, and the number of sectors is 131,072 ($=67,188,854/512$). When a certain number of alternate sectors are allocated beforehand in expectation of occurrence of defect sectors, the effective storage capacity of the media card 1 excluding the alternate sectors is 65,536,000 bytes and the number of sectors is 128,000, for example.

10 The ROM 304 stores data that is unique to the media card 1, and external apparatus can only read the data from the ROM 304 but cannot write data to the ROM 304.

Record Area in Physical Layer

FIG. 5 shows the construction of the storage area in the media card 1. As shown in FIG. 5, the storage area in the media card 1 is divided into a system area, a protected area, and a user data area. Of these, the system area belongs to the ROM 304 and the protected area and the user data area belong to the flash memory 303. The system area and the protected area are used for copyright protection.

The system area is a read-only area for storing information unique to the media card 1 such as a medium ID, a maker name, etc.

The protected area stores a key which, while the media card 1 is inserted into a recording apparatus or a reproducing

apparatus, is written or read by the apparatus only when a mutual authentication with the apparatus has completed affirmatively, the key being required for encryption and decryption of the audio information and generated from the medium ID, a random number or the like.

The user data area stores audio information and character information which can be written or read whether the mutual authentication has completed affirmatively or not. The data which need to be protected by copyright is encrypted and then stored in user data area.

File System Layer

The file system of the media card 1 is a FAT (File Allocation Table) file system (ISO/IEC 9293), and the file system type is either FAT 12 or FAT 16. The protected area and the user data area of the media card are formatted as FAT file systems.

As shown in FIG. 5, the file system of the protected area and the user data area is composed of a partition boot sector, a file allocation table, and a root directory entry, and a data area.

The partition boot sector stores data which is read when the system is activated.

The file allocation table is either of a FAT 12 file system for the 12-bit FAT or a FAT 16 file system for the 16-bit FAT, the FAT construction conforms to the ISO/IEC 9293

standard.

The root directory entry is information showing files that exist under the root directory. The root directory entry includes, for example: file names of the files that exist under
5 the root directory; file attributes; file update year/month/day/time; the cluster numbers of the clusters that store the first parts of the files.

The data area stores a variety of files. The data area in the user data area stores audio information files. The
10 data area in the protected area stores key files when the audio information has been encrypted.

Application Layer

The application layer is divided into presentation data and navigation data, as shown in FIG. 4.

15 The presentation data is composed of a plurality of pieces of audio information, or a plurality of audio objects (hereinafter referred to as AOBs). Note that the AOBs are compressed audio data generated by compressing audio digital data. The AOBs conforms to MPEG2-AAC (Advanced Audio Coding),
20 for example. MPEG2-AAC is detailed in "ISO/IEC 13818-7:1997(E) Information technology - Generic coding of moving pictures and associated audio information - Part 7 Advanced Audio Coding (AAC)" and will not be described here. In the present embodiment, it is defined that one AOB corresponds to a fixed time period
25 (approximately 8.5 minutes) for the sake of reproduction

management. One piece of audio information includes either one AOB or a plurality of AOBs depending on the length of reproduction. FIG. 6A shows an example of the construction of the user data area. In this example, AOBs are stored with file names "AOB001.SA1" to "AOB008.SA1" in "SD_AUDIO" directory under the Root directory. In this example, eight AOBs are recorded in the user data area. However, the number is not limited to eight and up to 999 AOBs can be recorded in the user data area. An encrypted AOB is stored in the protected area with a file name, for example, "AOBSA1.KEY" as key information, as shown in FIG. 6B.

The navigation data includes two kinds of management data called a Playlist Manager and a track manager.

The play list manager includes one or more play lists which specify a reproduction order of a plurality of pieces of audio information. The play list is either: a default play list which specifies a reproduction order of all pieces of audio information recorded in the media card 1; and a play list which specifies an arbitrary reproduction order generated in accordance with user operations. The play list manager is stored in the user data area with a file name, for example, "SD AUDIO.PLM", as shown in FIG. 6A.

The track manager is information used for managing audio information (i.e., AOBs). The track manager includes, for example, audio attribute information (bit rate, sampling

frequency, the number of channels, etc.) of each AOB, and character information related to audio information. In the present document, the term "track" indicates one piece of audio information. More specifically, the track manager is a group of
5 pieces of track information which each correspond to the AOBs stored in the user data area.

When a track is composed of an AOB, the track information corresponding to the AOB includes: character information corresponding to the track; and information of the
10 AOB.

When a track is composed of a plurality of AOBs, a piece of track information corresponding to the first AOB includes: character information corresponding to the track; and information of the first AOB, and the other pieces of track
15 information include information of the second AOB and after, respectively. The track manager is stored in the user data area with a file name, for example, "SD_AUDIO.TKM", as shown in FIG. 6A.

FIG. 7 shows relationships between a default play list
20 (represented as DPLI in the drawing), the track manager (represented as TKMG in the drawing), and AOBs. In FIG. 7, AOB001.SA1, AOB002.SA1, AOB003.SA1, and AOB008.SA1 respectively constitute tracks being Songs A, B, C, and E, and the four AOBs AOB004.SA1 to AOB007.SA1 constitute a track being Song D.

25 The track manager includes a plurality of pieces of

track information (represented as TKIs in FIG. 7) which correspond to the AOBs AOB001.SA1 to AOB008.SA1 on one-to-one basis. Each piece of track information includes: a serial number (hereinafter referred to as track information number) uniquely assigned to the piece of track information which is in the semiconductor memory card; a link pointer which indicates the next piece of track information when the AOB corresponding to the piece of track information is one of a plurality of AOBs constituting the track; and character information composed of the first and second data as described earlier. In FIG. 7, the track manager includes track information TKI#1 to TKI#8 corresponding to AOB001.SA1 to AOB008.SA1, respectively. Of these, AOB004.SA1 to AOB007.SA1, which constitute a track, are related to each other by the link pointers.

The default play list specifies a reproduction order of the tracks (Songs A, B, C, D and E in FIG. 7) by arranged track search pointers which respectively correspond to the plurality of pieces of track information. Each track search pointer includes a track information number uniquely assigned to a piece of track information, thus indicates the piece of track information by the track information number.

In FIG. 7, the default play list is composed of eight track search pointers #1 to #8 which are arranged in the order of track information numbers #1 to #8. Accordingly, the default play list specifies a reproduction order of Songs A, B, C, D,

and E in this order since TKIs #1 to #8 respectively included in the track search pointers #1 to #8 are arranged in this order.

Note that the track search pointers #5 to #7 among #4 to #7 corresponding to Song D may not include the track information numbers since track information #4 to #7 are related to each other by the link pointers.

Note also that though not shown in the drawings, the data structure of the play list which specifies an arbitrary reproduction order generated in accordance with user operations is the same as that of the default play list. Since each play list is composed of a plurality of track search pointers which each include only a track information number, editing the play list, including addition and deletion of the track search pointers is easy.

15 Details of Track Manager

FIG. 8 shows a detailed data structure of the track manager. As shown in FIG. 8, the track manager (represented as SD_AUDIO.TKM in FIG. 6) is composed of a plurality of pieces of track information #1 to #n (t1 to tn), the track information #1 to #n being also referred to as TKI #1 to TKI #n.

Each piece of track information has the same data structure. Here, track information #2 t2 will be used for explaining the data structure of the track information. The track information #2 t2 has a fixed length of 1,024 bytes in the present embodiment, and is composed of track general information

(also referred to as TKGI) t21 of 256 bytes, character information (TKXTI_DA) t22 of 256 bytes, and a track time search table (TKTMSRT) t23 of 512 bytes. The reason why the track information #2 t2 has a fixed length of 1,024 bytes is
5 that each piece of track information is stored in two sectors and the time search table in the track information is stored in one sector of the two sectors. With this construction, the track information is read or written by accessing a set of two consecutive sectors, where the sector is the minimum unit of
10 access. This increases the speed of accessing the track information.

The track general information t21 includes track information identifier (TKI_ID) t211, track information number (TKIN) t212, link pointer (TKI_LNK_PTR) t213, block attribute
15 (TKI_BLK_ATR) t214, text 1 attribute (TKI_TI1_ATR) t215, and text 2 attribute (TKI_TI2_ATR) t216.

The track information identifier t211 is common to all pieces of track information and is an identifier of the track information.

20 The track information number t212 is a serial number uniquely assigned to the track information, as described earlier. A track information number is one of values 1 to 999.

The link pointer t213 indicates the next piece of
25 track information (by the track information number) when the AOB

corresponding to the piece of track information containing the link pointer is one of a plurality of AOBs constituting the track, as described earlier. Otherwise, the link pointer t213 has invalid data (e.g., 0).

5 The block attribute t214 indicates that (i) the track is composed of one AOB and the current track information corresponds to the only AOB constituting the track, or (ii) the current track information is the head, midpoint, or end of the track when the track is composed of a plurality of AOBs. For
10 example, when the block attribute has a value "000(binary)", it indicates that the current track information corresponds to the AOB that is the only AOB constituting the track; a value "001" indicates that the current track information corresponds to the head AOB when the track is composed of a plurality of AOBs; a
15 value "010" indicates that the current track information corresponds to the midpoint AOB; and a value "011" indicates that the current track information corresponds to the end AOB.

 The text 1 attribute t215 indicates the type of the first data, or a 1-byte character code sequence that can be
20 recorded in the character information t22. FIG. 9A shows specific examples of the text 1 attribute t215. In FIG. 9A, a value "00h(hex)" of the text 1 attribute indicates that no 1-byte character code sequence recorded in the character information t22. Values "01h" to "03h" of the text 1 attribute respectively
25 indicate that 1-byte character code sequences conforming to

ISO646, JISX0201, and ISO8859-1 are recorded in the character information t22. Here, ISO646 defines ASCII codes for alphanumerics and signs, JISX0201 defines hankaku katakana in addition to ASCII codes, and ISO8859-1 defines Latin alphabets
5 in addition to ASCII codes.

The text 2 attribute t216 indicates the type of the second data, or a 2-byte character code sequence that can be recorded in the character information t22. FIG. 9B shows specific examples of the text 2 attribute t216. In FIG. 9B, a
10 value "00h(hex)" of the text 2 attribute indicates that no 2-byte character code sequence recorded in the character information t22. A value "81h" indicates that a 2-byte character code sequence conforming to "Music Shift JIS KANJI" (Recording Industry Association of Japan) is recorded in the character
15 information t22. The character information t22 is composed of the first data and the second data.

The track time search table is used for fast forward reproduction and fast rewinding reproduction, and stores addresses of AOBs which are reproduced at intervals of
20 approximately two seconds.

Details of Character Information

FIG. 10 shows the storage area for the character information (TKTXTI_DA) t22 shown in FIG. 8.

The storage area for storing the character information
25 (TKTXTI_DA) t22 is a half of a sector (512 bytes) and has a

fixed size of 256 bytes, the other half being used for storing the track general information t21. As shown in the upper portion of FIG. 10, the character information (TKTXTI_DA) is composed of the first data t221, the second data t222, and a
5 free area t223. The free area t223 is generated when the total size of the first data t221 and the second data t222, both being variable-length, does not reach 256 bytes.

As shown in the lower portion of FIG. 10, the first data t221 is composed of flags and 1-byte character code
10 sequences arranged alternately. The flags are called tags and indicate the types of items. The 1-byte character code sequences indicate contents of the items. A terminated code "00h" is attached to the end of the first data. A terminated code "0000h" is attached to the end of the second data.

15 FIG. 11 shows the types of the tags.

As shown in FIG. 11, the tags for the first data are 1-byte. That is, the tag indicating the title is "01h", the artist "02h", the album title "03h", the lyricist "04h", the composer "05h", the arranger "06h", the producer "07h", the record
20 company "08h", the artist's message "09h", the user's comment "0Ah", the provider's comment "0Bh", the date (year, month, and day) "0Ch", the genre "0Dh", the URL (Uniform Resource Locator) "0Eh", the free item (an item the user can set) 1 "0Fh", the free item 2 "10h", the free item 3 "11h", the free item 4 "12h", the free
25 item 5 "13h", and the free item 6 "14h".

The tags for the second data are 2-byte codes which are made by attaching "00h" to the upper portion of each tag for the first data.

As understood from above description, the character information (TKTXTI_DA) t22 includes the first data and the second data, where both first data and second data represent the same contents. As a result, reproducing apparatuses which can reproduce only 1-byte character codes display hankaku character code sequences being 1-byte character codes represented by the first data, and reproducing apparatuses which can also reproduce 2-byte character codes display 2-byte character codes including alphanumerics, hiragana, and Chinese characters represented by the second data.

Construction of Reproducing apparatus

FIG. 12 is a block diagram showing the construction of the reproducing apparatus 3 shown in FIG. 1. The reproducing apparatus 3 includes a font ROM 120, a microcomputer 121, a memory 122, an LCD unit 124, an operation unit 125, a card interface unit 128, a descramble unit 129, a decoder 130, and a D/A converter 131.

The font ROM 120 is classified into three types and one of the three types is selected depending on the type of the reproducing apparatus. The first type font ROM 120 stores only the font data corresponding to 1-byte character codes. The second type font ROM 120 stores only the font data corresponding

to 2-byte character codes. The third type font ROM 120 stores the font data corresponding to both 1-byte and 2-byte character codes. The font data corresponding to 1-byte character codes conforms to at least one of ISO646, JISX0201, and ISO8859-1.

5 The font data corresponding to 2-byte character codes conforms to, for example, "Music Shift JIS KANJI".

The microcomputer 121 contains a ROM or a RAM, and controls all operations of the reproducing apparatus such as reproducing audio information and displaying character

10 information on the LCD unit 124, by executing a program stored in the ROM. The program for displaying character information operates differently depending on the type of the font ROM 120. That is to say, the microcomputer 121 reads the first data (a 1-byte character code sequence) out of the character information

15 and controls displaying of the read data on the LCD unit 124 based on the font data when the ROM 120 is the first type; the microcomputer 121 reads the second data (a 2-byte character code sequence) out of the character information and controls displaying of the read data on the LCD unit 124 when the ROM 120

20 is the second type; and the microcomputer 121 reads selectively the first data or the second data based on, for example, user settings when the ROM 120 is the third type.

The memory 122 is a work memory for temporarily storing the audio information, character information, etc. read

25 out from the media card 1 when the audio information is

reproduced. As shown in FIG. 12, the memory 122 includes a DPLI resident area, a PLI storage area, a TKI storage area, a file key storage area, and a buffer area. The DPLI resident area stores the default play list as resident data. The PLI storage
5 area stores a currently used play list. The TKI storage area stores currently used track information. The file key storage area stores an encryption key which is used to decrypt the encryption of currently reproduced audio information (AOB). The buffer area is used as a work area or a buffer.

10 The LCD unit 124 is a liquid crystal display panel for displaying character information or the like. Note that when the reproducing apparatus is a portable type, the LCD unit 124 is as large as displaying a row of 12 zenkaku characters or two rows of 12 hankaku characters; and when the reproducing
15 apparatus is a car-mounted type, the LCD unit 124 is as large as displaying several rows of 24 zenkaku characters or as large as 320X240 pixels or 640X480 pixels.

The operation unit 125 includes a reproduction key, a stop key, a pause key, a fast forward key, a fast rewinding
20 key, and a volume key and receives user operations.

The card interface unit 128 is a slot into/from which the media card 1 is inserted/removed, and includes a group of terminals which are electrically connected to the terminals of the inserted media card 1.

25 The descramble unit 129 is a descrambler for

decrypting audio information using the encryption key. That is to say, for reproduction, the descramble unit 129 receives encrypted audio information from the media card 1 and decrypts (descrambles) the received audio information. Here, for
5 reproduction, the encryption key is read from the protected area in the media card 1 when the mutual authentication between the media card 1 and the reproducing apparatus 3 has completed affirmatively.

The decoder 130 receives descrambled audio information
10 from the descramble unit 129 or receives not-encrypted audio information from the media card 1 via the memory 122, and decodes the received audio information into digital audio data.

The D/A converter 131 converts digital audio
15 information into analog audio signals.

Operation of Reproducing apparatus

The operation of the above-constructed reproducing apparatus 3 will be described for each case where the font ROM 120 is (1) the first type, (2) the second type, or (3) the third
20 type. It is presumed here that the media card 1 currently stores the audio information from Songs A to E as shown in FIG. 7, the default play list, and the track manager.

(1) First Type Font ROM

The microcomputer 121 reads the default play list from
25 the media card 1 and stores the read default play list in the

DPLI resident area of the memory 122 immediately after the reproducing apparatus 3 is powered on. When the reproducing apparatus 3 further receives a reproduction instruction input by the user, the microcomputer 121 reads track information #1 from the media card 1 in accordance with track search pointer #1 placed first in the default play list, and stores the read track information #1 in TKI storage area in the memory 122. The microcomputer 121 transfers the AOB (AOB001.SA1) corresponding to track information #1 (TKI#1) to the descramble unit 129 or the decoder 130 via the memory 122, one by one. The transferred audio information is converted to an analog audio signal by passing through the descramble unit 129 (only when the audio information has been encrypted), the decoder 130, and the D/A converter 131 in sequence.

As the audio information starts being transferred, the microcomputer 121 reads the character information ranging from the start to the terminated code (00h) of the 1-byte character code from the track information stored in the memory 122, reads the font data corresponding to the 1-byte character code from the font ROM 120, and sequentially supplies the font data to the LCD unit 124 so that the characters are displayed on the LCD unit 124 to be scrolled horizontally, for example.

FIG. 13 shows a specific example of characters displayed on the LCD unit 124 while the audio information is being reproduced, where the LCD unit 124 is attached to a

portable reproducing apparatus and is approximately as large as 24 hankaku charactersX2 rows. Note that the number of characters changes depending on the type of the character font (e.g., a proportional font, or a monospaced font).

5 In FIG. 13, the reproduction elapse time of the currently reproduced track is displayed on the upper portion of the display screen, and on the lower portion, the title, the artist, and the album title contained in the 1-byte character code sequence are repeatedly displayed, the characters being
10 scrolled horizontally. A mark is uniquely attached to each of the title, the artist, and the album title (★, ☆, and ◆, respectively), and a delimiter mark (⇒) is also attached to each of them.

FIG. 14 shows a specific example of a play list
15 displayed on the LCD unit 124 attached to a portable reproducing apparatus. In FIG. 14, a character sequence "playlist" is displayed on the upper portion of the display screen to show that the play list is being displayed. On the lower portion of the screen, the titles contained in the 1-byte character code
20 sequence are repeatedly displayed, the characters being scrolled horizontally. A mark (★) unique to the titles and the delimiter mark (⇒) are also attached to each of the titles.

The above marks are displayed with the following construction. A table showing the correspondence between the
25 items shown in FIG. 11 and the marks on one-to-one basis is

stored in a memory contained by the microcomputer 121. The microcomputer 121 controls the displays shown in FIGs. 13 and 14 by referring to the table.

FIG. 15 shows a specific example of characters displayed on the LCD unit 124 while the audio information is being reproduced, where the LCD unit 124 is attached to a car-mounted type reproducing apparatus and is approximately as large as 48 hankaku charactersX4 rows. In FIG. 15, in the fourth row from top, the items contained in the 1-byte character code corresponding to the audio information currently reproduced are repeatedly displayed, the characters being scrolled horizontally. A mark unique to each of the items (★, ☆, ○, ◎, ■, □, △, ▽, and #) and the delimiter mark (⇒) are also attached to each of the items.

15 (2) Second Type Font ROM

The operation of reproducing audio information is the same as the first type and will not be described here.

At the same time the microcomputer 121 starts transferring the audio information, the microcomputer 121 reads the character information ranging from the start to the terminated code (0000h) of the 2-byte character code from the track information stored in the memory 122 by skipping the start to the terminated code (00h) of the 1-byte character code, reads the font data corresponding to the 2-byte character code from the font ROM 120, and sequentially supplies the font data to the

LCD unit 124 so that the characters are displayed on the LCD unit 124 to be scrolled horizontally, for example.

FIG. 16 shows a specific example of characters displayed on the LCD unit 124 while the audio information is being reproduced, where the LCD unit 124 is attached to a portable reproducing apparatus and is as large as 12 zenkaku charactersX2 rows.

In FIG. 17, the reproduction elapse time of the currently reproduced track is displayed on the upper portion of the display screen, and on the lower portion, the title, the artist, and the album title contained in the 2-byte character code are repeatedly displayed, the characters being scrolled horizontally. A mark is uniquely attached to each of the title, the artist, and the album title (★, ☆, and ◆, respectively), and a delimiter mark (⇒) is also attached to each of them.

FIG. 17 shows a specific example of a play list displayed on the LCD unit 124 attached to a portable reproducing apparatus. In FIG. 17, a character sequence "PLAY LIST" is displayed on the upper portion of the display screen to show that the play list is being displayed. On the lower portion of the screen, the titles contained in the 2-byte character code sequence are repeatedly displayed, the characters being scrolled horizontally. A mark (★) unique to the titles and the delimiter mark (⇒) are also attached to each of the titles.

The above marks are displayed with the following

construction. A table showing the correspondence between the items shown in FIG. 11 and the marks on one-to-one basis is stored in a memory contained by the microcomputer 121. The microcomputer 121 controls the displays shown in FIGs. 16 and 17 by referring to the table.

FIG. 18 shows a specific example of characters displayed on the LCD unit 124 while the audio information is being reproduced, where the LCD unit 124 is attached to a car-mounted type reproducing apparatus and is as large as 24 zenkaku charactersX4 rows.

In FIG. 18, in the fourth row from top, the items contained in the 2-byte character code corresponding to the audio information currently reproduced are repeatedly displayed, the characters being scrolled horizontally. A mark unique to each of the items (★, ☆, ○, ◎, ■, □, △, ▽, and #) and the delimiter mark (⇒) are also attached to each of the items.

(3) Third Type Font ROM

When the font ROM is the third type, the user selects either the 1-byte character display or the 2-byte character display beforehand, and the microcomputer 121 stores the flag indicating the selected character display. The microcomputer 121 operates the same as the first type when the flag indicates the 1-byte character display, and operates the same as the second type when the flag indicates the 2-byte character display.

Detailed Display Process

FIGs. 19 and 20 are flowcharts showing the display process performed by the reproducing apparatus 3. In these figures, it is supposed that the reproducing apparatus 3
5 contains a third type font ROM, and performs a display process to achieve the display examples shown in FIGs. 15 and 18.

In FIG. 19, the microcomputer 121 in the reproducing apparatus 3 determines the type of the character information (TKTXTI_DA) (step 101). There are four types as follows. Type
10 (a): the character information contains a 1-byte character code sequence and not a 2-byte character code sequence. Type (b): the character information contains a 2-byte character code sequence and not a 1-byte character code sequence. Type (c): the character information contains both a 1-byte character code
15 sequence and a 2-byte character code sequence. Type (d): the character information contains neither a 1-byte character code sequence nor a 2-byte character code sequence.

More specifically, the microcomputer 121 reads out the text 1 attribute (TKI_TI1_ATR) and the text 2 attribute
20 (TKI_TI2_ATR) shown in FIG. 8, and detects the type of the character information (TKTXTI_DA) from the combination of the contents of these attributes in accordance with the determination logic shown in FIG. 21. More specifically, as shown in FIG. 21, the microcomputer 121 judges the character
25 information as: (1) type (a) when the text 1 attribute is other

than "00h" and the text 2 attribute is "00h"; (2) type (b) when the text 1 attribute is "00h" and the text 2 attribute is other than "00h"; (3) type (c) when the text 1 attribute is other than "00h" and the text 2 attribute is other than "00h"; and (4) type
5 (d) when the text 1 attribute is "00h" and the text 2 attribute is "00h".

The microcomputer 121 determines whether characters should be displayed or not, and when characters should be displayed, which characters should be displayed, 1-byte or 2-
10 byte (step 101). This decision is made based on specification of either of 1-byte and 2-byte by the user and the determined type of the character information, and in accordance with the display type determination logic shown in FIG. 22. That is to say, as shown in FIG. 22, the microcomputer 121 determines: (1)
15 to display 1-byte characters when the user specifies 1-byte characters and when the character information is type (a) or (c); (2) not to display characters (no display) when the user specifies 1-byte characters and when the character information is type (b) or (d); (3) to display 2-byte characters when the
20 user specifies 2-byte characters and when the character information is type (b) or (c); and (4) not to display (no display) characters when the user specifies 2-byte characters and when the character information is type (a) or (d).

The microcomputer 121 ends the display process when
25 having determined not to display characters (step 102). The

microcomputer 121 sets variable L to 1 when having determined to display 1-byte characters, and sets variable L to 2 when having determined to display 2-byte characters (steps 103 to 105). Note that the variable L shows an amount of data to be read out
5 from the character information per one read-out. Note also that when having determined not to display characters, the microcomputer 121 may end the display process after displaying "NO TITLE", for example.

The microcomputer 121 specifies tags (TAG_Xi:i=1,2,
10 ...n) indicating the items to be displayed, in accordance with the kind of the characters, namely depending on whether they are 1-byte or 2-byte (step 106). The microcomputer 121 also sets the variable ADRS indicating a read-out address to the start address of the storage area storing the character information
15 (TKTXTI_DA) (step 106). More specifically, when L=1, the microcomputer 121 specifies tags 01h, 02h, ...14h (TAG_Xi:i=1h, 2h, ...14h) indicating the items shown in FIG. 15; when L=2, the microcomputer 121 specifies tags 0001h, 0002h, ...0014h (TAG_Xi:i=1h, 2h, ...14h) indicating the items shown in FIG.
20 18.

The microcomputer 121 generates display data in the work area in loop 1 (steps 108 to 118) as follows.

The microcomputer 121 reads out L bytes of data from a location the read-out address ADRS points to, and updates the
25 read-out address (ADRS=ADRS+L) (step 109). The microcomputer

121 then checks whether the read-out L bytes of data match any terminated code (step 110). The microcomputer 121 then checks whether the read-out L bytes of data match the tag TAG_Xi (step 112). By repeating this process, it is judged whether the tag TAG_Xi is stored in the character information storage area. When the tag TAG_Xi is stored, the storage address is detected. When the read-out L bytes of data match any terminated code, the microcomputer 121 sets the read-out address ADRS to the start address again since the tag TAG_Xi and the item corresponding to the tag are not recorded (step 111). The next tag TAG_Xi is then processed.

When the read-out L bytes of data match the tag TAG_Xi, it means that an item corresponding to the tag TAG_Xi is recorded. As a result, the microcomputer 121 stores a mark corresponding to the item into the work area (step 113). For example, mark ★ representing "title" corresponds to the tag 01h or 0001h.

The microcomputer 121 repeats reading out L bytes of data and updating the read-out address ADRS (step 114), and storing the read-out L bytes of data into the work area (step 116) until the other kind of tag or any terminated code is read out (step 115). Through the above steps, an item corresponding to the tag TAG_Xi that has matched the read-out L bytes of data is stored in the work area.

The microcomputer 121 then stores a delimiter mark

(⇒) into the work area (step 117). With this step, display data related to one tag TAG_{Xi} has been stored in the work area. After this, the microcomputer 121 repeats the steps 109 to 117 for each value of the tag TAG_{Xi}.

5 After the above process in loop 1 ends, the microprocessor 121 instructs the LCD unit 124 to display the display data stored in the work area, scrolling the data on the screen (step 119). FIGs. 15 and 18 show examples of screens displayed by the LCD unit 124 when L=1 and L=2, respectively.

10 Note that in step 100, the microcomputer 121 may determine the type of the character information (TKTXTI_DA) based on the storage positions of the first terminated code "00h" and the second terminated code "0000h". The storage positions are classified into four patterns shown in FIGs. 23A to 23D.

15 FIG. 24 is a flowchart showing this kind of type judgement process. In FIG. 24, the microcomputer 121 searches the storage positions of the first and second terminated codes (step 121), and sets the addresses indicating the storage positions to ADR_T1 and ADR_T2, respectively (step 122). The microcomputer

20 121 checks whether ADR_T1 matches the start address of the character information storage area (step 123). The microcomputer 121 then checks whether ADR_T1 and ADR_T2 are adjacent (steps 124, 127), and determines the type of the character information (TKTXTI_DA), which is one of the types (a)

25 to (d) (steps 125 to 130).

In FIGs. 19 and 20, it is supposed that the reproducing apparatus 3 contains a third type font ROM. For the reproducing apparatus 3 containing a first type font ROM, the flowcharts shown in FIGs. 19 and 20 may be used by modifying the flowcharts as follows: When the judgement result in step 103 is L=2, control goes to the end of the process, in the same way as the judgement result is "no display". For the reproducing apparatus 3 containing a second type font ROM, the flowcharts shown in FIGs. 19 and 20 may be used by modifying the flowcharts as follows: When the judgement result in step 103 is L=1, control goes to the end of the process, in the same way as the judgement result is "no display".

In the display type determination logic shown in FIG. 22, the microcomputer 121 determines not to display (no display) characters when the user specifies 2-byte characters and when the character information is type (a) or (d). However, when the character information is type (a) in the same condition, 1-byte characters may be displayed. In the determination logic shown in FIG. 22, the microcomputer 121 determines not to display (no display) characters when the user specifies 1-byte characters and when the character information is type (b) or (d). However, when the character information is type (b) in the same condition, 2-byte characters may be displayed. These variations are of course based on the premise that the font ROM prestores a font for the specified character type.

Construction of Recording/Reproducing Apparatus

FIG. 25 is a block diagram showing the construction of the recording/reproducing apparatus 2. The recording/reproducing apparatus 2 includes a communication interface unit 132, a memory 133, a hard disk 134, a display 135, a keyboard 136, a mouse 137, a CPU 138, a card interface unit 139, a scramble unit 140, an encoding/decoding unit 141, an A/D converter 142, and a D/A converter 143.

The hardware construction including the communication interface unit 132, memory 133, hard disk 134, display 135, keyboard 136, mouse 137, and CPU 138 is the same as that of typical personal computers, and will not be described here, but the construction will be described centering on the units related to the media card 1.

In FIG. 25, the communication interface unit 132 is a communication circuit such as a modem or a TA and is connected to the music provider 7 via a telephone line or the Internet.

The memory 133 stores various programs such as a program for downloading audio information and character information from the music provider 7, a program for writing/reading audio information and character information to/from the media card 1, a program for reproducing the audio information inserted into the memory 133, and a program for generating or editing audio information and character information.

The hard disk 134 stores audio information, character information, and various programs as files, where the audio information and the character information to be stored are downloaded from the music provider 7 or are newly generated.

5 The CPU 138 executes various programs stored in the memory 133 and controls downloading of audio information and character information from the music provider 7, recording audio information and character information on to the media card 1, reproducing audio information and character information included
10 in the media card 1, and generating and editing audio information and character information.

The card interface unit 139 is achieved by, for example, a card slot in which a PCMCIA (Personal Computer Memory Card International Association) is inserted, where the media
15 card 1 is inserted/removed into/from the card slot.

The scramble unit 140 is composed of a scrambler and a descrambler for encrypting and decrypting audio information using an encryption key. That is to say, the scramble unit 140, for reproduction, receives encrypted audio information from the
20 media card 1 or the hard disk 134, and descrambles the received audio information. The scramble unit 140 also receives not-encrypted audio information from the hard disk 134 or the encoding/decoding unit 141, and scrambles the received audio information. Here, for reproduction, the encryption key is read
25 from the protected area in the media card 1 when the mutual

authentication between the media card 1 and the recording/reproducing apparatus 2 has completed affirmatively. For recording, the encryption key is downloaded from the music provider together with the audio information, and is written to the protected area in the media card 1 when the above mutual authentication has completed affirmatively.

The encoding/decoding unit 141 is composed of an encoder and a decoder for compressing and decompressing audio information. That is to say, the encoding/decoding unit 141, for reproduction, receives not-encrypted audio information from the media card 1, the scramble unit 140, or the hard disk 134, and decodes (decompresses) the received audio information and outputs audio signals via the D/A converter 143. The encoding/decoding unit 141, for generating new audio information, receives not-compressed digital audio data (such as PCM data) from the A/D converter 142 or the hard disk 134, and encodes (compresses) the audio data.

Now, the operation of the above-constructed recording/reproducing apparatus 2 will be described.

In the present description, it is presumed that the music provider 7 is a dealer who distributes contents containing audio information and character information to clients via what is called WWW server (World Wide Web) provided on the Internet.

The recording/reproducing apparatus 2 downloads data

as follows. The recording/reproducing apparatus 2 receives a group of distributed AOBs from the WWW server of the music provider 7 (or a distribution service) in a certain distribution format defined by the music provider (the distribution service),
5 and stores the received AOBs into the user data area in the media card 1 after converting the AOBs by the recording/reproducing apparatus 2 to another data format, for example, as shown in FIG. 6A. When the group of AOBs are encrypted, the recording/reproducing apparatus further downloads
10 a key and stores it into the protected area after converting it by the recording/reproducing apparatus 2 to a data format, for example, as shown in FIG. 6B.

When downloading a group of AOBs when the music provider 7 provides the character information, the
15 recording/reproducing apparatus 2 also downloads and stores the character information in the user data area as the character information (TKTXTI_DA) in the track information corresponding to the AOBs.

When the music provider 7 does not provide the
20 character information, the recording/reproducing apparatus 2 generates and edits the character information in accordance with instructions input by the user, and stores it in the user data area.

As one example, the recording/reproducing apparatus
25 2 may display a character information generation/editing window

on the screen, the window including an input box for each tag to receive character inputs from the user. Since the storage area for storing the character information (TKTXTI_DA) has a fixed length (256 bytes), the recording/reproducing apparatus 2
5 generates and edits the character information taking care not to exceed the fixed length, and stores it in the storage area.

When generating and editing the character information, the recording/reproducing apparatus 2 may determine the type of tag (1-byte or 2-byte) and either the first data or the second
10 data in accordance with the type of the character codes input by the user (1-byte character codes or 2-byte character codes).

The reproduction operation of the recording/reproducing apparatus 2 is the same as that of the reproducing apparatus 3 and will not be described here.

15 As understood from the above description, the media card 1 of the present embodiment stores character information by showing correspondence with audio information, where the character information includes: the first data composed of a 1-byte character code sequence; and the second data composed of a
20 2-byte character code sequence. With this construction, it is possible for reproducing apparatuses to properly display character information whether the reproducing apparatuses have fonts for 1-byte character codes or fonts for 2-byte character codes.

25 The area for recording character information is used

efficiently due to the construction in which each of the first and second data is composed of tags and character code sequences arranged alternately, the tags indicating the types of items and the character code sequences indicating the contents of the
5 items.

It is easy to add, delete, or edit character information in accordance with addition, deletion, or editing of audio information due to the construction in which a storage area with a size (256 bytes) less than the size of one sector is
10 allocated to each piece of character information corresponding to a piece of audio information.

In the above embodiment, the media card 1 is inserted into the card slot of the recording/reproducing apparatus 2. However, the recording/reproducing apparatus 2 may be connected,
15 through cables such as so called USB (Universal Serial Bus), to the reproducing apparatus 3 into which the media card 1 has been inserted so that the recording/reproducing apparatus 2 can write data to the media card 1.

The 2-byte character code sequences may include 3-byte character codes though it depends on the types of the character
20 code.

In the above embodiment, simple marks are used as shown in FIGs. 13 to 18 for the sake of convenience. However, icons may be used instead.

25 The microcomputer 121 of the reproducing apparatus may

identify the (a) to (c) shown below judging from the correlation between the starting position of character information in the storage area, the storage position of the terminated code "00h" of the first data, and the storage position of the terminated
5 code "0000h" of the second data, and allow the display unit to display the character code sequence indicated by the judgement result: (a) the text information includes a 1-byte character code sequence; (b) the text information includes a 2-byte character code sequence; and (c) the text information includes
10 a 1-byte character code sequence and a 2-byte character code sequence.

INDUSTRIAL APPLICABILITY

The semiconductor memory card of the present invention stores, with correlation, audio information, text information,
15 and type information. The recording apparatus records these kinds of information onto the semiconductor memory card. The reproducing apparatus reads out the audio information from the semiconductor memory card and reproduces it, and displays the text information in correspondence to the type information.

20 The semiconductor memory card, for example, stores music data as the audio information, and stores tune titles, artist's name and the like as the text information as either of a 1-byte character code sequence and a 2-byte character code sequence or both of them.

With the above construction, the reproducing apparatus displays the text information in accordance with the type of the font ROM (whether the font ROM conforms to 1-byte characters or 2-byte characters) and the type information, with whichever of
5 1-byte characters and 2-byte characters suitable for the reproducing apparatus.

CLAIMS

1. A semiconductor memory card for storing audio information with corresponding text information and type information, the type information indicating a type of the text information,
5 wherein the type is classified into at least (a), (b), and (c) in which the text information respectively includes a 1-byte character code sequence, a 2-byte character code sequence, and a 1-byte character code sequence and a 2-byte character code sequence.
- 10 2. The semiconductor memory card of Claim 1, wherein
the type information includes a first attribute and a second attribute, the first attribute showing whether the text information includes a 1-byte character code sequence, and the second attribute showing whether the text information includes
15 a 2-byte character code sequence, and
the first attribute, the second attribute, and a combination of the two attributes respectively indicate the types (a), (b), and (c).
3. The semiconductor memory card of Claim 1, wherein
20 the text information is stored in a text storage area, which is a part of the semiconductor memory card, consecutively from the start of the text storage area,

the type information is a first terminated code and a second terminated code which are included in the text information,

the first terminated code is stored at the start of
5 the text storage area when the text information stored in the text storage area does not include a 1-byte character code sequence, and is stored in the text storage area at the end of a 1-byte character code sequence when the text information stored in the text storage area includes the 1-byte character
10 code sequence,

the second terminated code is stored in the text storage area at a position immediately after the first terminated code when the text information stored in the text storage area does not include a 2-byte character code sequence,
15 and is stored in the text storage area at the end of a 2-byte character code sequence when the text information stored in the text storage area includes the 2-byte character code sequence, and

combinations of what is stored at the start of the
20 text storage area, a storage position of the first terminated code, and a storage position of the second terminated code indicate the types (a), (b), and (c).

4. The semiconductor memory card of Claim 1, wherein

the 1-byte character code sequence includes pairs of

a 1-byte tag and a plurality of 1-byte character codes, the 1-byte tag indicating a name of an item, and the plurality of 1-byte character codes indicating a content of the item, and

the 2-byte character code sequence includes pairs of
5 a 2-byte tag and a plurality of 2-byte character codes, the 2-byte tag indicating a name of an item, and the plurality of 2-byte character codes indicating a content of the item.

5. A recording apparatus for recording audio information onto a semiconductor memory card which can be inserted/removed
10 into/from the recording apparatus, the recording apparatus comprising:

a first recording means for recording the audio information onto the semiconductor memory card; and

a second recording means for recording text
15 information and type information both corresponding to the audio information onto the semiconductor memory card, wherein

the type information indicates a type of the text information, the type being classified into at least (a), (b), and (c) in which the text information respectively includes a 1-
20 byte character code sequence, a 2-byte character code sequence, and a 1-byte character code sequence and a 2-byte character code sequence.

6. The recording apparatus of Claim 5, wherein

the second recording means records a first attribute and a second attribute as the type information, the first attribute showing whether the text information includes a 1-byte character code sequence, and the second attribute showing
5 whether the text information includes a 2-byte character code sequence, and the first attribute, the second attribute, and a combination of the first attribute and the second attribute indicating the types (a), (b), and (c), respectively.

7. The recording apparatus of Claim 5, wherein

10 the second recording means records the text information and the type information onto a consecutive area located at the start of a text storage area, the type information being a first terminated code and a second terminated code,

15 the second recording means records the first terminated code at the start of the text storage area when not recording a 1-byte character code sequence onto the text storage area, and records the first terminated code at the end of a 1-byte character code sequence when recording the 1-byte character
20 code sequence onto the text storage area,

the second recording means records the second terminated code immediately after the first terminated code when not recording a 2-byte character code sequence onto the text storage area, and records the first terminated code at the end

of a 2-byte character code sequence when recording the 2-byte character code sequence onto the text storage area, and

combinations of what is stored at the start of the text storage area, a storage position of the first terminated
5 code, and a storage position of the second terminated code indicate the types (a), (b), and (c).

8. The recording apparatus of Claim 5, wherein

the 1-byte character code sequence includes pairs of a 1-byte tag and a plurality of 1-byte character codes, the 1-
10 byte tag indicating a name of an item, and the plurality of 1-byte character codes indicating a content of the item, and

the 2-byte character code sequence includes pairs of a 2-byte tag and a plurality of 2-byte character codes, the 2-
byte tag indicating a name of an item, and the plurality of 2-
15 byte character codes indicating a content of the item.

9. A reproducing apparatus for reading out audio information from a semiconductor memory card which can be inserted/removed into/from the reproducing apparatus and reproducing the read-out audio information, the reproducing apparatus comprising:

20 a read-out means for reading out the audio information, text information, and type information from the semiconductor memory card, wherein the type information indicates a type of the text information, the type being

classified into at least (a), (b), and (c) in which the text information respectively includes a 1-byte character code sequence, a 2-byte character code sequence, and a 1-byte character code sequence and a 2-byte character code sequence;

5 a reproducing means for reproducing the read-out audio information; and

 a control means for controlling a display unit to display either a 1-byte character code sequence or a 2-byte character code sequence in accordance with the read-out type
10 information.

10. The reproducing apparatus of Claim 9, wherein

 the type information includes a first attribute and a second attribute, the first attribute showing whether the text information includes a 1-byte character code sequence, and the
15 second attribute showing whether the text information includes a 2-byte character code sequence, and

 the control means determines a type of the text information based on the first attribute and the second attribute included in the type information, and allows the
20 display unit to display a character code sequence corresponding to the determined type of the text information.

11. The recording apparatus of Claim 9, wherein

 the text information is stored in a text storage area

consecutively from the start of the text storage area,

the type information is a first terminated code and a second terminated code which are included the text information,

5 the first terminated code is stored at the start of the text storage area when the text information stored in the text storage area does not include a 1-byte character code sequence, and is stored in the text storage area at the end of a 1-byte character code sequence when the text information
10 stored in the text storage area includes the 1-byte character code sequence,

the second terminated code is stored in the text storage area at a position immediately after the first terminated code when the text information stored in the text
15 storage area does not include a 2-byte character code sequence, and is stored in the text storage area at the end of a 2-byte character code sequence when the text information stored in the text storage area includes the 2-byte character code sequence, and

20 combinations of what is stored at the start of the text storage area, a storage position of the first terminated code, and a storage position of the second terminated code indicate the types (a), (b), and (c).

12. The reproducing apparatus of Claim 9, wherein

the 1-byte character code sequence includes pairs of a 1-byte tag and a plurality of 1-byte character codes, the 1-byte tag indicating a name of an item, and the plurality of 1-byte character codes indicating a content of the item, and

- 5 the 2-byte character code sequence includes pairs of a 2-byte tag and a plurality of 2-byte character codes, the 2-byte tag indicating a name of an item, and the plurality of 2-byte character codes indicating a content of the item.

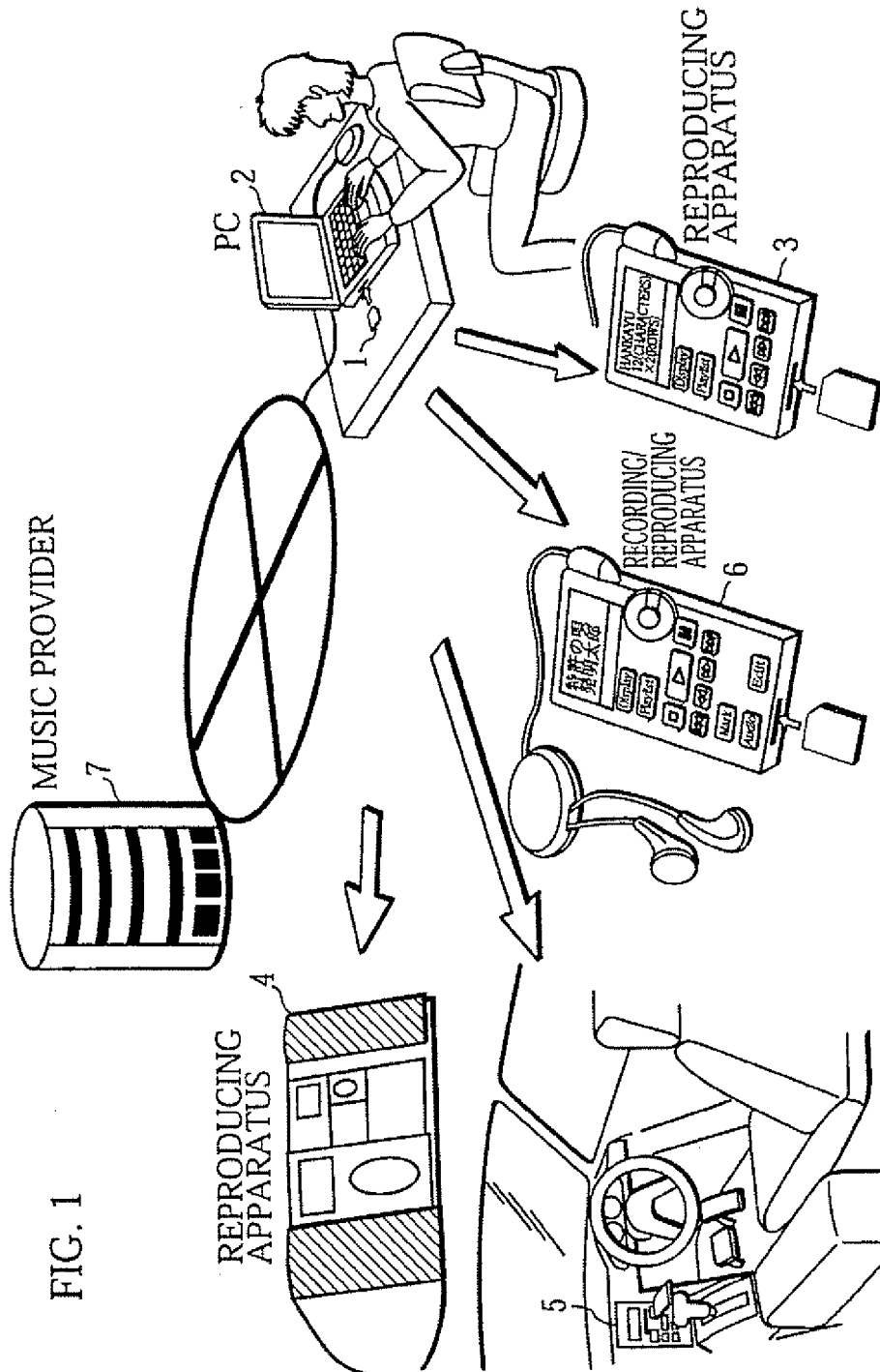
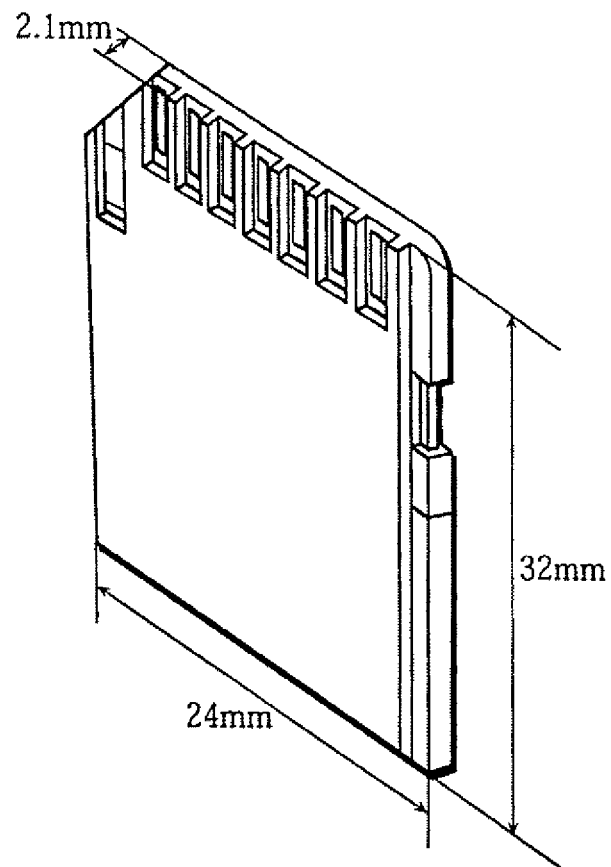


FIG. 1

FIG. 2



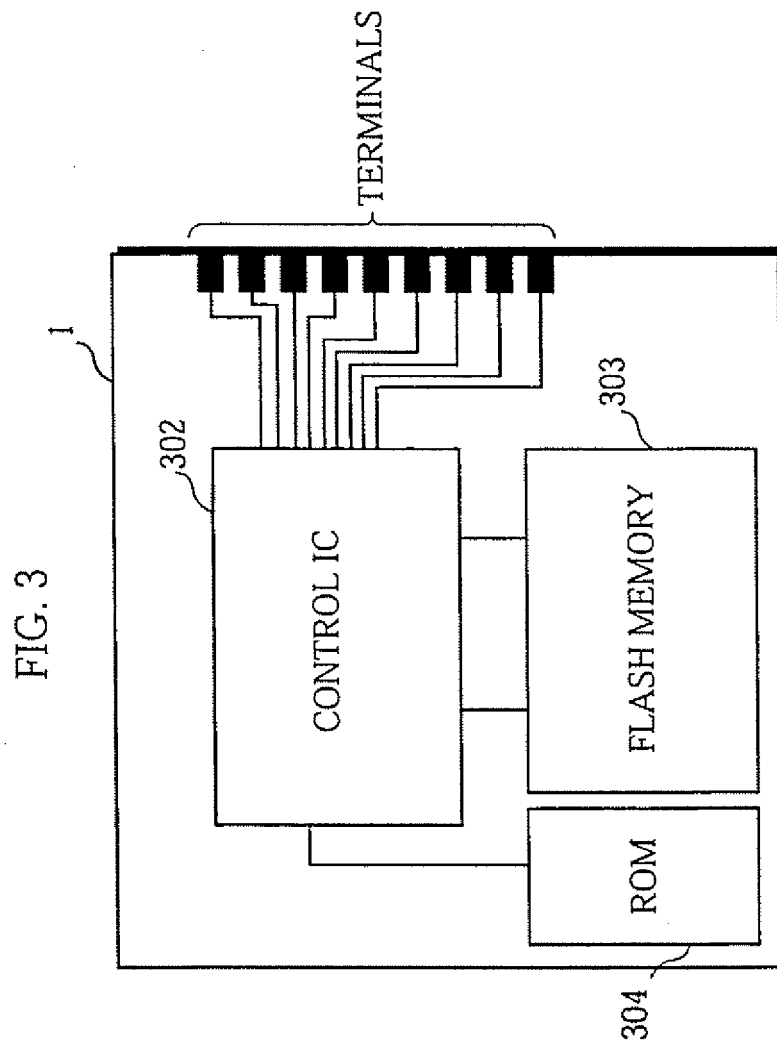


FIG. 4

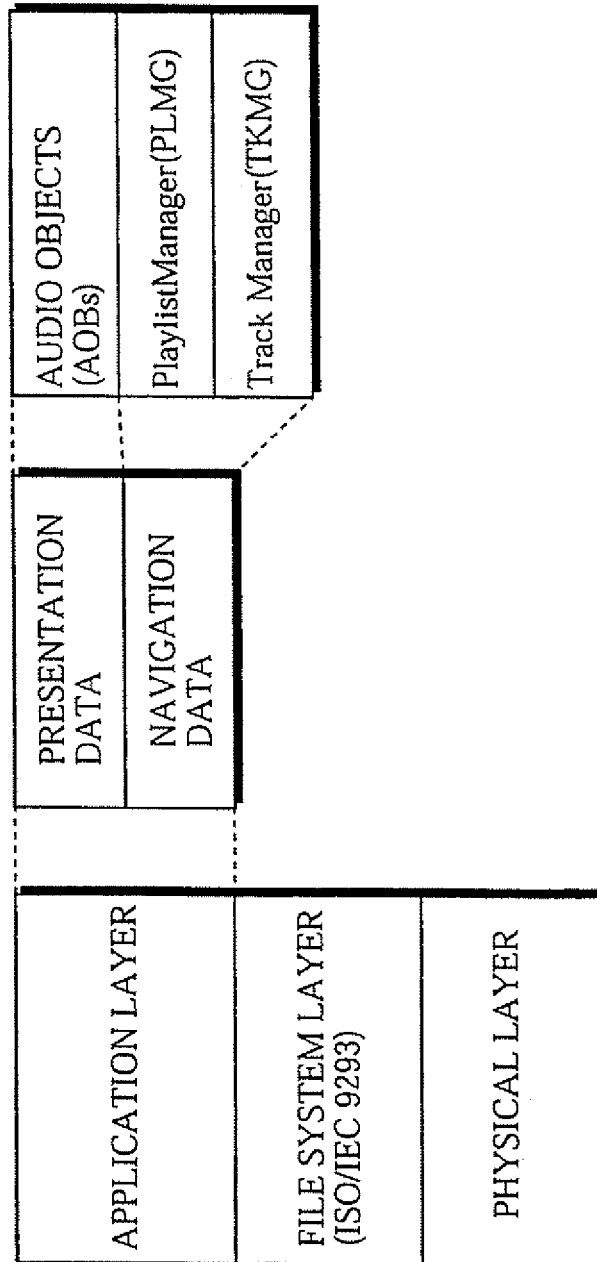


FIG. 5

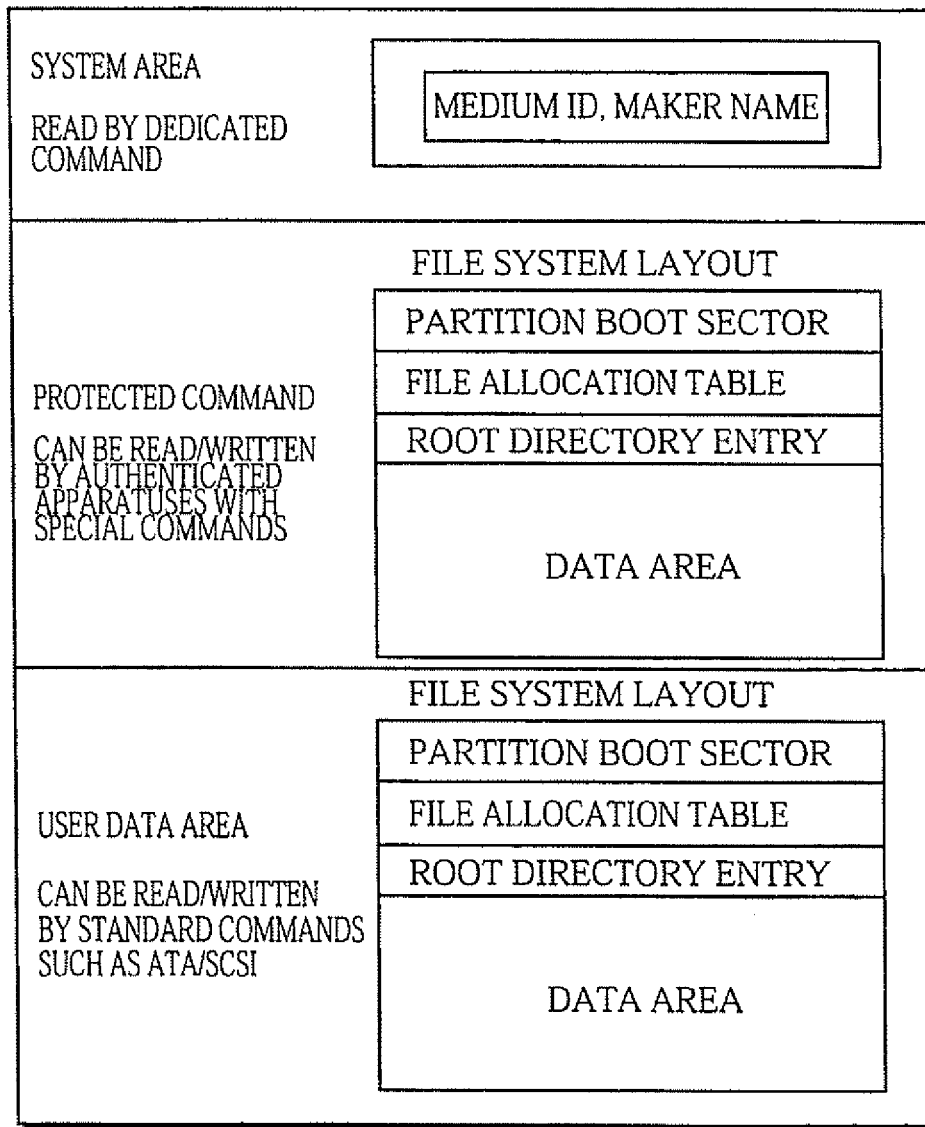


FIG. 6A

USER DATA AREA

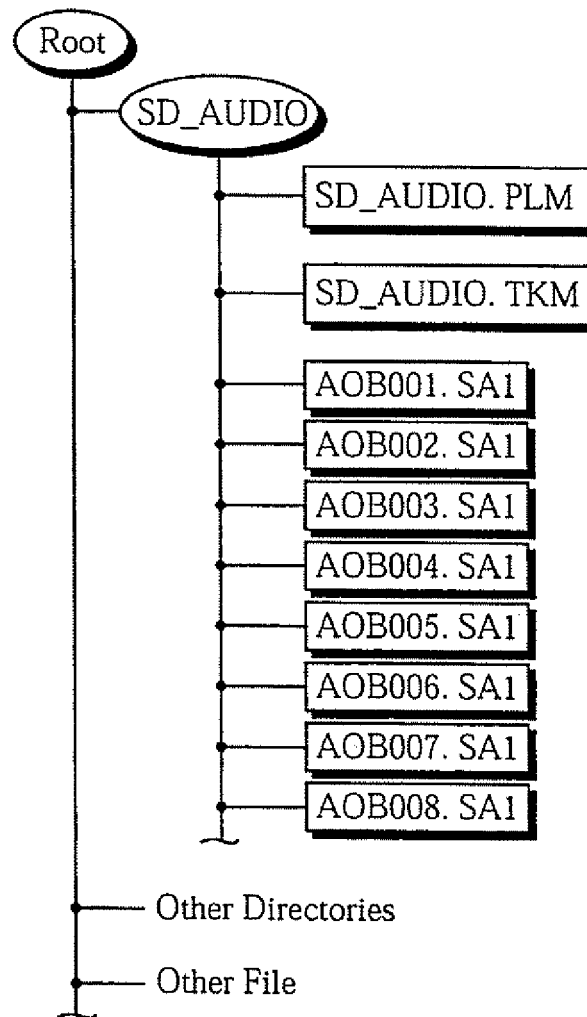


FIG. 6B

PROTECTED AREA

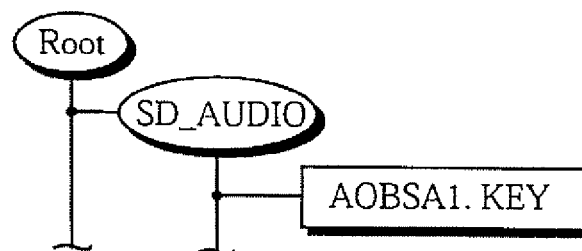


FIG. 7

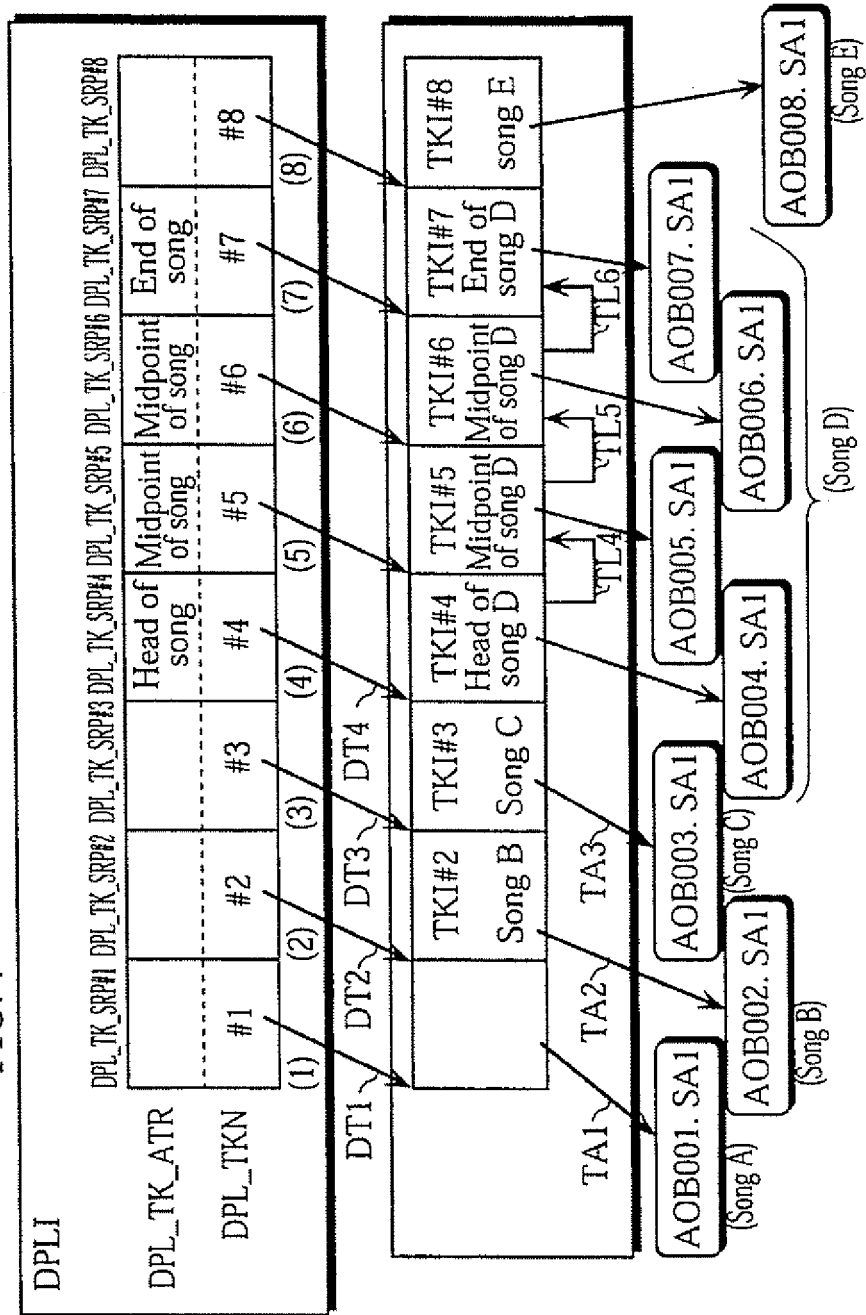


FIG. 8

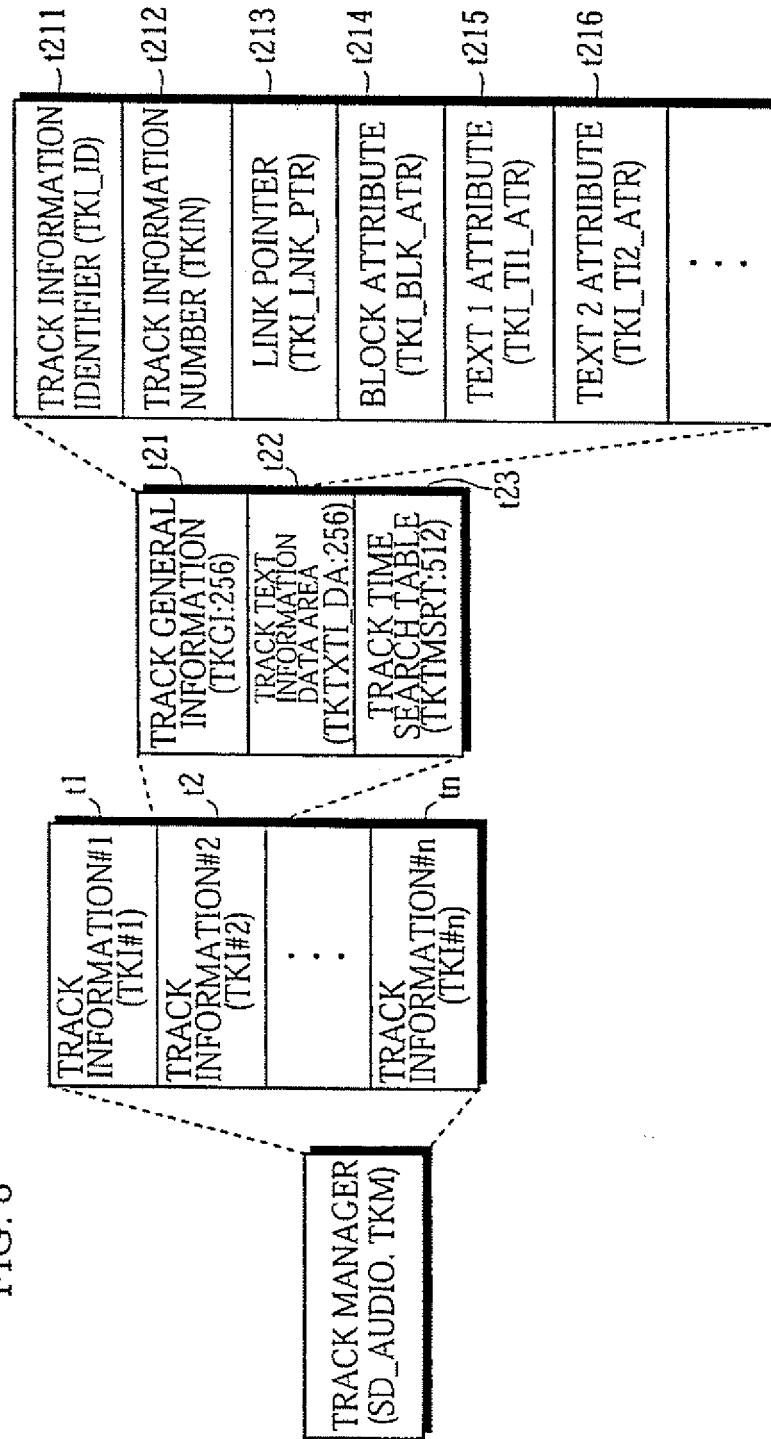


FIG. 9A

TEXT 1 ATTRIBUTE (TK1_TI1_ATR)	MEANING
00h	NO 1-BYTE CHARACTER CODE SEQUENCE
01h	ISO646
02h	JISX0201
03h	ISO 8859-1
OTHERS	—

FIG. 9B

TEXT 2 ATTRIBUTE (TK1_TI2_ATR)	MEANING
00h	NO 2-BYTE CHARACTER CODE SEQUENCE
81h	Music Shift JIS Kanji
OTHERS	—

FIG. 10

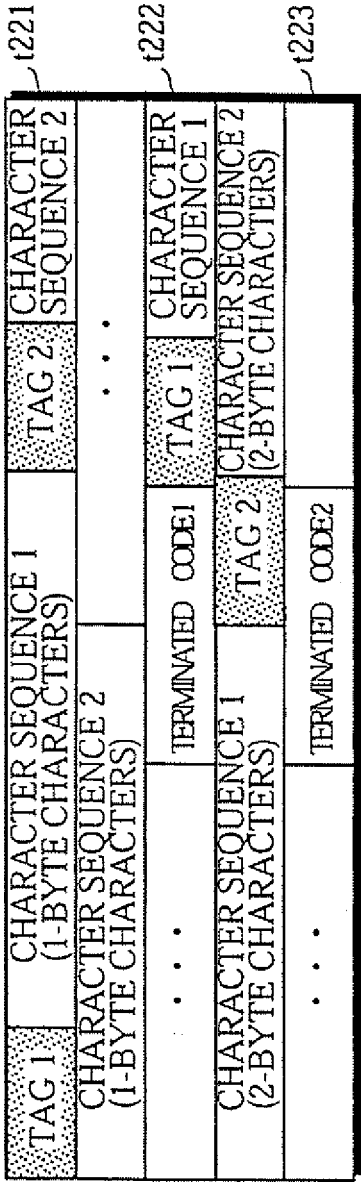
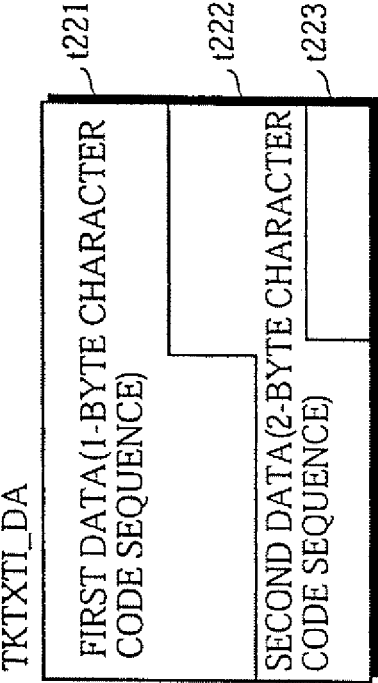


FIG. 11

ITEM	TAG(1-BYTE)	TAG(2-BYTE)
TITLE	01h	0001h
ARTIST	02h	0002h
ALBUM TITLE	03h	0003h
LYRICIST	04h	0004h
COMPOSER	05h	0005h
ARRANGER	06h	0006h
PRODUCER	07h	0007h
RECORD COMPANY	08h	0008h
ARTIST'S MESSAGE	09h	0009h
USER'S COMMENT	0Ah	000Ah
PROVIDER'S COMMENT	0Bh	000Bh
DATE	0Ch	000Ch
GENRE	0Dh	000Dh
URL	0Eh	000Eh
FREE ITEM 1	0Fh	000Fh
FREE ITEM 2	10h	0010h
FREE ITEM 3	11h	0011h
FREE ITEM 4	12h	0012h
FREE ITEM 5	13h	0013h
FREE ITEM 6	14h	0014h

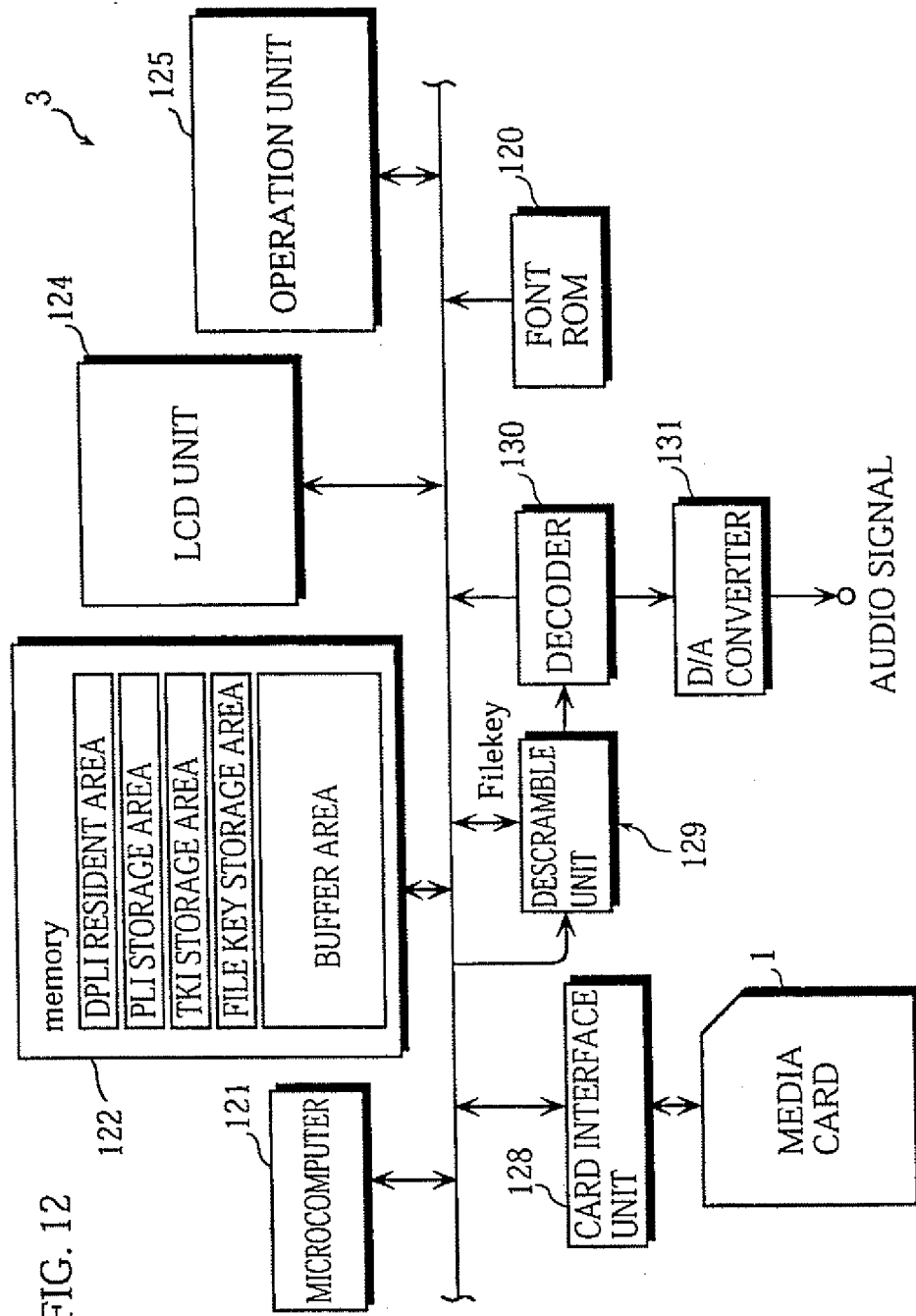


FIG. 13

00 : 00
★the title⇒☆the artis
00 : 01
title⇒☆the artis⇒◆t
00 : 02
⇒☆the artist⇒◆the al
00 : 03
the artist⇒◆the album
00 : 04
rtist⇒◆the album title
00 : 05
t⇒◆the album title⇒★
00 : 06
album title⇒★the titl
00 : 07
title⇒★the title⇒☆th
00 : 08
the title⇒☆the artist

FIG. 14

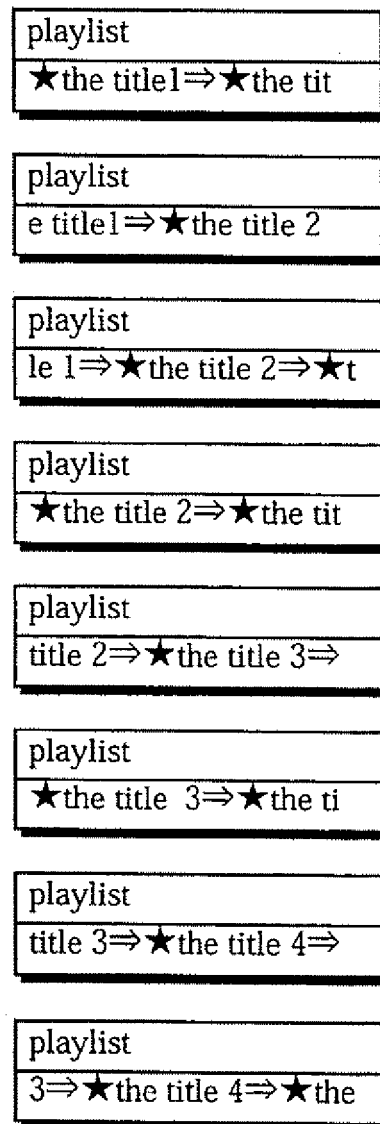


FIG. 15

★the title
00 : 00
☆the artist⇒◆the album title⇒○the lyricist⇒◎t

★the title
00 : 02
title⇒○the lyricist⇒◎the composer⇒●the arrange

★the title
00 : 04
composer⇒●the arranger⇒■the producer⇒□the r

★the title
00 : 06
■the producer⇒□the record company⇒△the arti

★the title
00 : 08
□the record company⇒△the artist's message⇒▽

★the title
00 : 10
artist's message⇒▽the user's comment⇒#the pro

FIG. 16

00 : 00
★タイトル名⇒☆アーティ
00 : 01
トル名⇒☆アーティスト名
00 : 02
⇒☆アーティスト名⇒◆ア
00 : 03
ーティスト名⇒◆アルバム
00 : 04
スト名⇒◆アルバム名⇒★
00 : 05
⇒◆アルバム名⇒★タイト
00 : 06
ルバム名⇒★タイトル名⇒
00 : 07
名⇒★タイトル名⇒☆アー
00 : 08
タイトル名⇒☆アーティスト

FIG. 17

プレイリスト
★タイトル名1⇒★タイト

プレイリスト
トル名1⇒★タイトル名2

プレイリスト
2⇒★タイトル名2⇒★タ

プレイリスト
タイトル名2⇒★タイトル

プレイリスト
ル名2⇒★タイトル名3⇒★

プレイリスト
★タイトル名3⇒★タイト

プレイリスト
トル名3⇒★タイトル名4

プレイリスト
3⇒★タイトル名4⇒★タ

FIG. 18

★タイトル名

00 : 00

☆アーティスト名⇒◆アルバム名⇒○作詞者⇒◎作曲

★タイトル名

00 : 02

アルバム名⇒○作詞者⇒◎作曲者⇒●編曲者⇒■プロデュ

★タイトル名

00 : 04

作曲者⇒●編曲者⇒■プロデューサー⇒□レコード会

★タイトル名

00 : 06

■プロデューサー⇒□レコード会社⇒△アーティスト

★タイトル名

00 : 08

□レコード会社⇒△アーティストメッセージ⇒▽ユー

★タイトル名

00 : 10

アーティストメッセージ⇒▽ユーザコメント⇒#プロ

FIG. 19

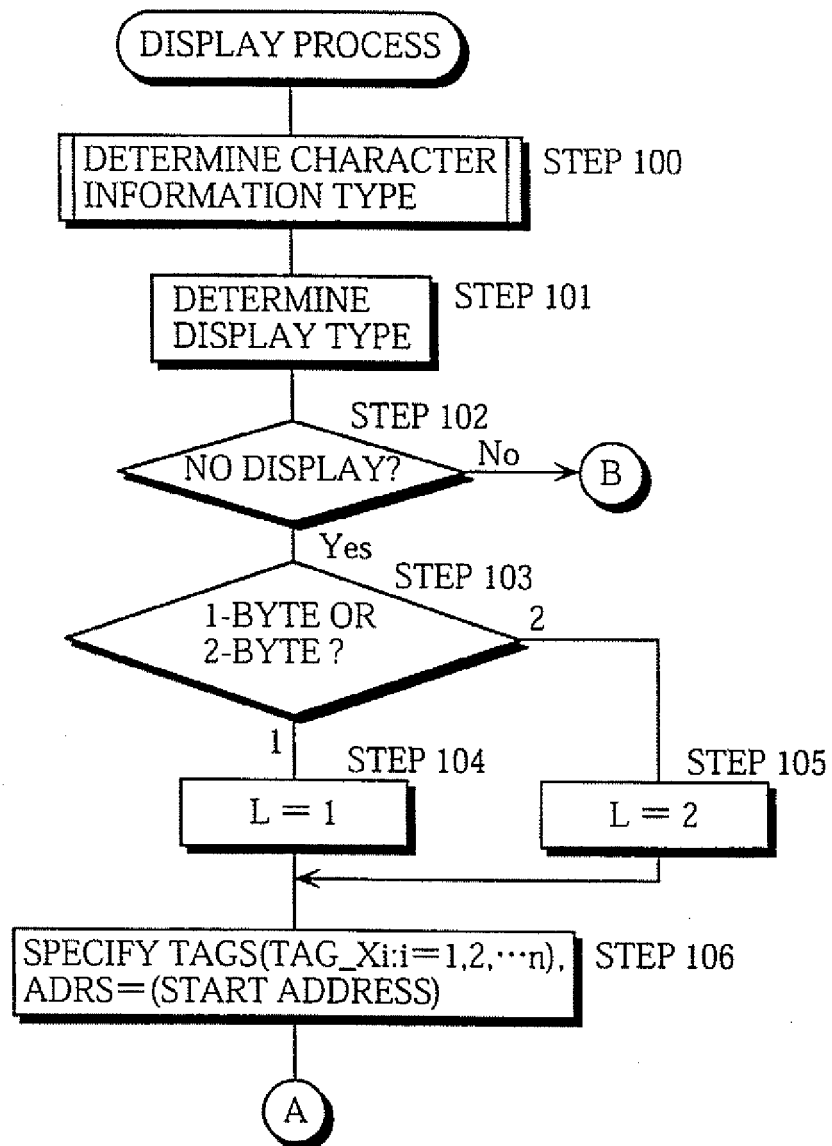


FIG. 20

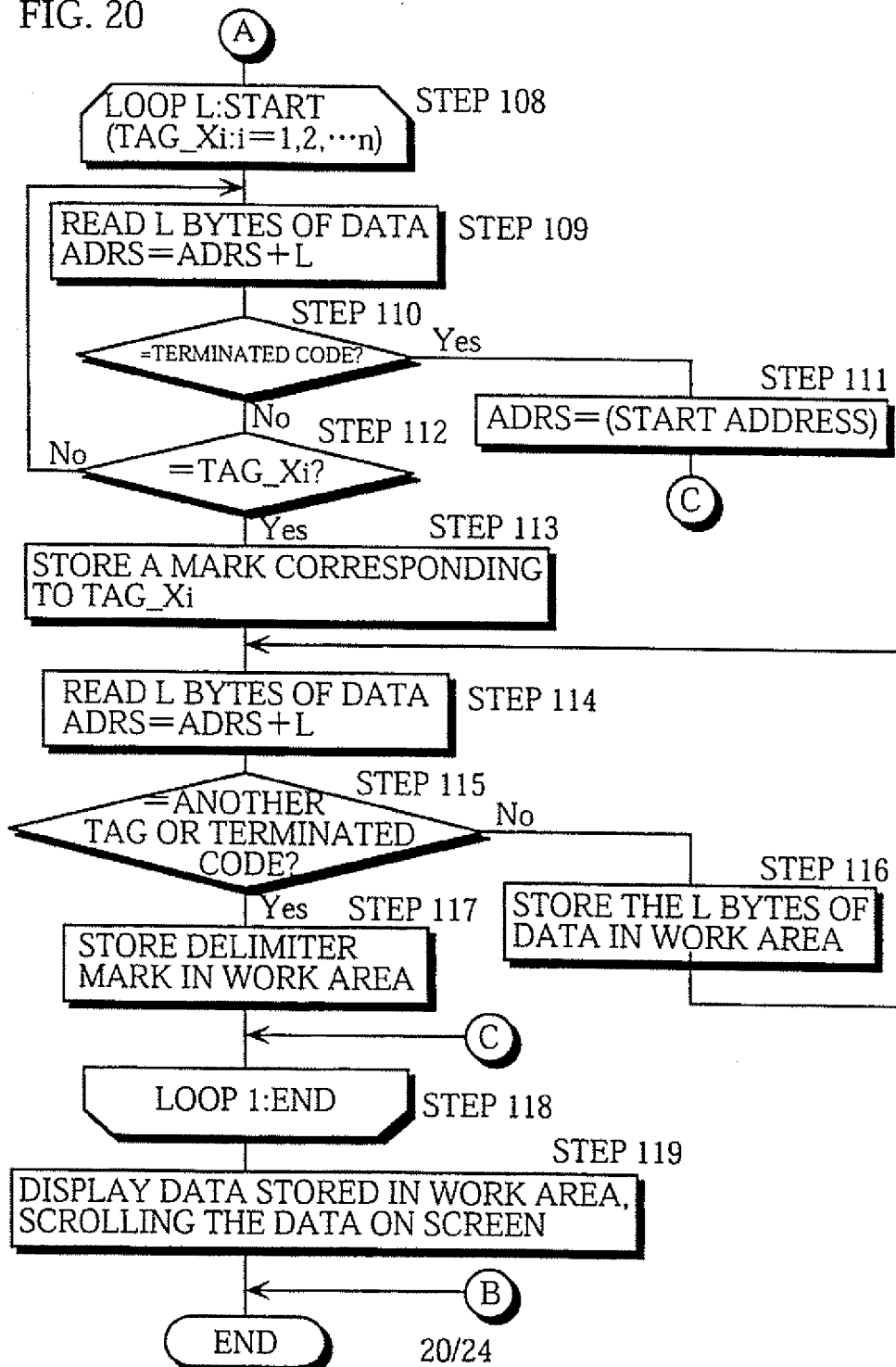


FIG. 21

TEXT 1 ATTRIBUTE	TEXT 2 ATTRIBUTE	CHARACTER INFORMATION TYPE
YES(≠00h)	NO(=00h)	(a)
NO(=00h)	YES(≠00h)	(b)
YES(≠00h)	YES(≠00h)	(c)
NO(=00h)	NO(=00h)	(d)

(CONTAINS ONLY 1-BYTE CHARACTER CODE SEQUENCE)
 (CONTAINS ONLY 2-BYTE CHARACTER CODE SEQUENCE)
 (CONTAINS BOTH)
 (CONTAINS NEITHER)

FIG. 22

USER SPECIFICATION	CHARACTER INFORMATION TYPE	DISPLAY CHARACTER
1-BYTE CHARACTER	(a) OR (c)	1-BYTE CHARACTER
1-BYTE CHARACTER	(b) OR (d)	NO DISPLAY
2-BYTE CHARACTER	(b) OR (c)	2-BYTE CHARACTER
2-BYTE CHARACTER	(a) OR (d)	NO DISPLAY

FIG. 23A

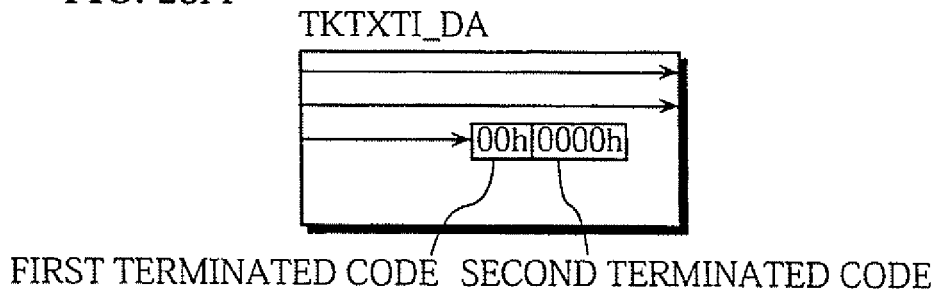


FIG. 23B

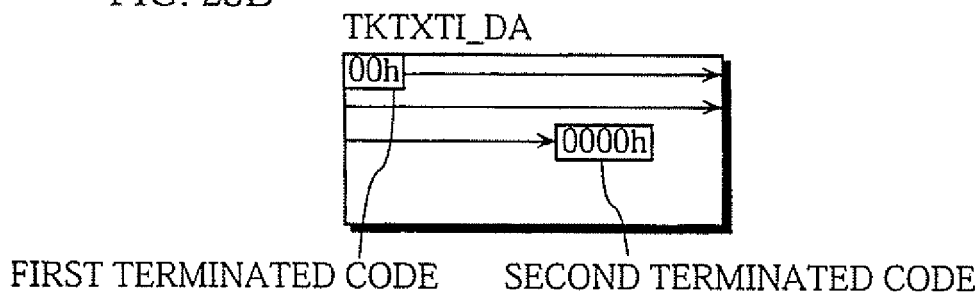


FIG. 23C

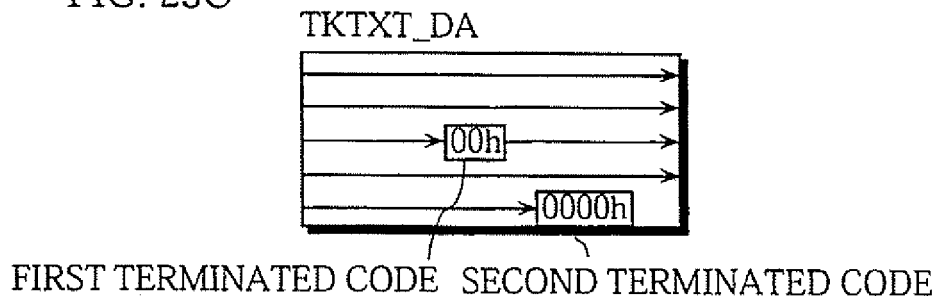


FIG. 23D

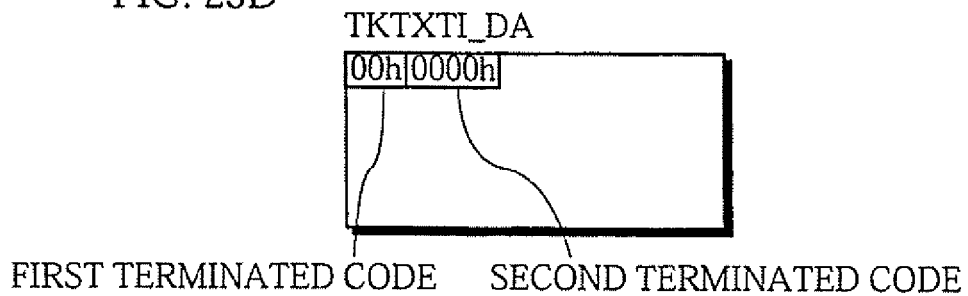


FIG. 24

